Lego® man

1 1 1 2 2 2
~~1 2 2 3 3 3~~
~~1 1 2 3 4 5~~
1 1 1 2 2 2

Resilient
~~Rebuild~~: can recover lost legs in first aid - each turn after death, roll strike die. On head, revive w/full health.

~~Rebuild~~ Rebuild: Spend an action to place a body part on another, can use this to fix lost parts of friends, or build dead guys back. Must match! Dead guys return to life once all parts are on. Roll part before fixing it.

Michael Rosen

1 2 3 4 5 6
1 2 3 4 5 6
N/A →

PLAMZ!
When equipped with the plums, he gets three actions per turn, ~~[illegible]~~ and re-rolls all misses. Use the red hit die.

Weapons

PLAMZ (Purple) x2
Chocolate Boy Yellow x1
Hot potato Yellow x1
Poop (Brown) x2

Pooped:
When armed with poop, he may only re-arm or first aid himself.

Noice ~~Hooter~~: Having no legs eliminates a common weakness for this pooped fighter.

~~[illegible]~~
~~His parts may not be re-rolled~~
or otherwise tampered with.

Magic Mirror:

1 1 2 2 3 3
1 1 2 2 3 3
1 1 2 2 3 3

~~Reflect~~ Glassy! If any part of the mirror is destroyed, he dies. The mirror cannot block. Instead, he rolls a strike die to attempt to reflect attacks. On a miss, he takes +1 damage. On a ~~hit~~ a result, ~~he~~ body ~~part~~ ~~death~~ the attack goes back on the attacker (who may attempt to block). ~~The mirror may not reflect called shots. How can [illegible] miss a called shot, it reflects to him~~

On a called shot, if he rolls the same part successfully called, the shot rebounds, no damage to him, attacker can't block this rebound.

Hat Apple Cider (R x1)
~~Hands~~ (W x4)
The Crown (Y x1)

Santa

2 2 2 3 3 3
2 3 4 5 5 6
2 2 2 3 3 3

Chunkiest of them all!

Man of Bats:

1 1 2 2 3 3
2 2 3 3 3 4
1 2 2 2 2 3

One Rule: Can't kill opponents

Evasive:
If you roll a miss when attempting to block, the attack misses and you suffer no damage nor penalty.

When using the Bat-a-throw weapon, you may disarm at any range and continue disarming foes as long as you continue succeeding.

Y Bat-a-throw x3
R Fist x2
W Grapple gun x1

Crazy Scientist:

1 1 2 2 2 2 1
2 2 3 3 3 3
2 2 2 2 3 3

It's Alliiive! (Reanimator)
[Must Exclaim 'It's Alliiive!-ha!' or does it work]
As an action, collect 3 body parts and a weapon (no more than 2 from the same fighter) and bring pieces to life to fight for you as an allied fighter.

If equipt w/the mon weapon, ??

W Forceps
Scalpel
Y Electricity x3
R Potion (green)
(purple) ?

This fighter is a scientific abomination. The scientist ~~may block~~ when he blocks, the hit moves to the monsters body & the scientist dies, so does the monster. As a later action,

Gifts - when equipped with Santa's bag, can use an action to re-arm all friendly fighters, or give 1 pt of first aid to all friends.

R Rudolf ~~Coal~~ Bag B ~~Hot Cocoa~~ Coal W

Icy windY Tree Falling R

Hazmat® Guy

1 2 2 3 3 3
1 2 3 3 4 4
1 1 2 2 2 1

~~Cover ears~~ green chemical W x2
~~Cover eyes~~ orange chemical Y x2
~~Cover nose~~ gray chemical R x2

~~Acid~~ Corrosive:
any regular attack that succeeds from him: cancel damage and reduce each body part 1 lower
always +1 damage vs constructs (e.g., robot, golem)

any called shot success on a 5 time = instakill
Cleanup:
Immune to poisonings, affliction, possession
can clean adjacent or friendly fighters of slime as an action

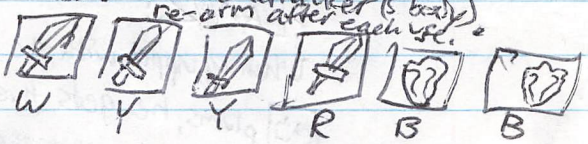
Holy Knight

~~Shield~~ ~~Sword~~
1 2 2 3 3 3
2 3 4 4 5 5
1 2 2 3 3 3

~~Damage~~ ~~Courage~~ Righteous Wrath
Holy Knight deals +1 damage against evil (undead) characters (e.g., witch, green witch, skeleton, red skeleton, headless horseman, wizard, zombie, plague zombie, serial killer, cthulhu, dark space mystic, etc. etc.)

Courage
When equipped with shield, all friendly fighters dice are 1 level stronger

Retribution
~~Re~~ When equipped with shield of retribution, may block called shots. Successfully blocked attacks deal no damage to him but the damage +1 back on the attacker (5 body parts). Re-arm after each use.



Greveby

1 1 1 2 2 2
1 2 2 3 4 4
1 2 2 2 3 3

Lightsword.
When equipped with the , may block called shots. blocked attacks deal 0 damage.

Collection:
Whenever you kill a fighter, take his weapon (unless he couldn't be disarmed) and roll it. You may choose which to use in the future.

(Mephisto) Mickey Mouse

1 1 2 2 3 3
2 2 2 3 3 3
1 1 1 2 2 2

~~Absorb~~ ~~Steal~~ Absorb:
Any fighter defeated by Mickey returns on his team at full health on Mickey's next turn for an action.

Classic Dalek

1 2 3 3 3 ~~3~~ 3
2 3 3 4 4 4
2 3 3 4 4 4

Exterminate! ← Must shout this word or attack misses automatically.
Ex-ter-min-ate! When equipped w the gunstick - can't be blocked!